

IMPERIUS DOMINATUS

PSYCHIC POWER CARDS

Psychic Power Rules

- Psychic powers represent an attack made in addition to conventional weapons.
- IF Psychic powers request a Hit roll in their description, then army hit roll value is used.
- Psychic powers occur as per the orders the psychic element or formation is on in the combat phase.
- Penalties to hit apply to psychic powers that simulate direct fire attacks.
- Psychic powers are divided into disciplines. A psyker may only use powers from one discipline unless an ability or legion trait permits mixing disciplines.
- For every level of psykers ability the element has, the player may draw one power from a discipline's deck to assign to that psychic element. For example, if an element has psykers 2, it may draw 2 cards from one discipline deck.
- In the case of an entire formation composed of psykers, the amount of cards drawn is equal to the average psykers' level (the most common value in the formation) plus 1 additional card per every 3 elements beyond the first (for level 1 psykers), 1 additional card per every 2 elements beyond the first (for level 2 psykers) and 1 additional cards for every stand beyond the first (for level 3).
- Cards assigned to one psyker are not transferable to another.
- Cards should be drawn from the deck randomly (players by mutual agreement may just pick the powers they desire)
- Each discipline has a primaris power which the psykers get "for free".
- Only one psychic power per turn, per psyker can be used. Some special characters may cast more than one power per turn.
- All disciplines except Daemonology can be used by all forces. Santic powers can only be used by loyalist forces and Malefic can only be used by traitor forces. Formations or legions that can use such powers are designated in their descriptions.
- Psychic powers can only be averted by elements with the adamantium will [AW] ability.
- Formations that take casualties from psychic powers must make an immediate morale test.
- Each power has an associated power level to it. From 1 to 3 level in power.
- Each psychic power is activated successfully on a roll of 5+.
- All powers have a range of 25cms (or self if it affects only the psykers stand).
- All powers last one game turn unless the effect is instantaneous.
- If the power is successfully cast, then its described effect is carried out.
- If the roll fails and it is equal to or less than the power's power level number, then the psykers must roll on the Perils of the Warp table.
- A failure that is not equal to or below the power's level results in failure but no further effect.
- A psychic power whose target is a formation has its power level increased by 1 if targeting a "grand" formation. Level 3 psychic powers are increased to "4" for this purpose, meaning they provoke a Perils of the Warp test on a failure.

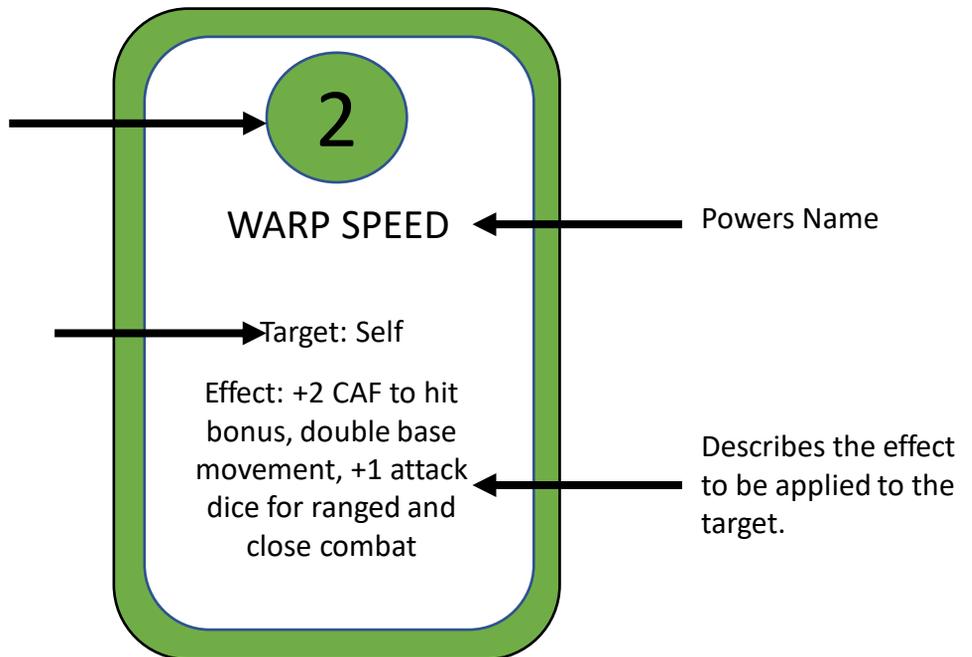
Perils of the Warp	
Roll	Effect
1	Dragged into the warp. The librarian is eliminated and removed from play
2-5	Psychic backlash. Librarian makes an armor save with a modifier equal to the powers level
6-9	Psychic drain. Psyker loses one power for the remainder of the game
10	Warp Surge! Psyker gains invulnerable save 6+ for the remainder of the battle

How to read a Psychic Card

All psychic powers are successfully activated on a roll of 5+ on 1d10.

Power Level: If the die roll is equal or lower than this value it triggers a Perils of the Warp Test.

What does the power affect: Self (the casting psyker), an element (model) or a formation.



Generally each psyker may only use one psychic discipline and the number of cards is equal to the psykers level.

See core rules for additional descriptions.

**PRIMARIS
POWER**

SMITE

Target: One element per level of the psyker's power

Effect: Target must make Armor save at -1 save modifier

1

IRON ARM

Target: Self

Effect: +2 CAF bonus attack die and +2 to armor save

1

ENFEEBLE

Target: Any one enemy formation.

Effect: Each element receives -1 to CAF to hit, armor save and half base movement

1

LIFE LEECH

Target: One infantry element

Effect: Target must make Armor save at -2 save modifier. If an element is eliminated, one friendly eliminated infantry element can be returned to the game.

2

WARP SPEED

Target: Self

Effect: +2 CAF to hit bonus, double base movement, +1 attack dice for ranged and close combat

2

ENDURANCE

Target: One friendly formation.

Effect: All elements gain invulnerable [6]+

2

HEMORRHAGE

Target: One enemy infantry formation.

Effect: The first infantry element targeted is eliminated (no save). The player can select another infantry element within the formation and roll to hit. Elements hit are removed (no save). Continue to roll to hit until the roll is failed or there are no targets.

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BIOMANCY

**PRIMARIS
POWER**

PRESCIENCE

Target: One friendly formation

Effect: Re-roll all missed attack dice (ranged and close combat). Second die result stands.

1

FOREBODING

Target: One friendly formation

Effect: Gains the counter attack [CA] ability and may Overwatch fire on advance orders.

1

FOREWARING

Target: One friendly formation

Effect: Re-roll failed armor saves once per turn

1

PERFECT TIMING

Target: One friendly formation

Effect: Gains ignore cover [IC] on all weapons

1

PRECOGNITION

Target: Self

Effect: Re-roll all failed rolls (second result stands). Does not apply to die roll to activate this power.

2

MISFORTUNE

Target: One enemy formation

Effect: -1 save modifier to armor saves from all ranged fire

2

SCRIER'S GAZE

Target: Friendly formation

Effect: All reserve rolls are automatically successful

**IMPERIUS
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PSYCHIC POWER

DIVINATION

**PRIMARIS
POWER**

FLAME BREATH

Target: One element per psyker's level

Effect: Target makes armor save at -1 save modifier, ignores cover [IC]

1

FIERY FORM

Target: Self

Effect: Gains invulnerable [6]+, weapons gain ignore cover [IC]

1

FIRE SHIELD

Target: One friendly formation

Effect: Re-roll failed armor saves once per turn, opposing elements in close combat with formation make unmodified armor saves to survive flames

1

COMBUSTION

Target: One element

Effect: Target makes armor save at -1 save modifier. If target is eliminated all elements within 6cms are hit -1 save modifier

1

SUNBURST

Target: Self

Effect: All elements within 6cms are hit and must make an armor save at -1 save modifier, ignores cover [IC]

2

INFERNO

Target: One enemy formation.

Effect: All elements are hit, must make armor save at -1 save modifier, ignores cover [IC].

2

MOLTEN BEAM

Target: One element,

Effect: Must make armor save at -3 save modifier, +1 on damage table, Assault [A] ability is gained when using this power

**IMPERIUS
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PSYCHIC POWER

PYROMANCY

**PRIMARIS
POWER**

ASSAIL

Target: One element
per psykers level

Effect: Target must
make armor save at -1
save modifier

1

CRUSH

Target: One element

Target: Target must
make armor save at
-2 save modifier, +1
to damage table roll

1

OBJURATION

Target: One enemy
formation

Effect: Re-roll all hits.
Second result stands.
The mechanicum [MK]
ability cannot be used
on affected vehicles.

1

SHOCKWAVE

Target: One element

Effect: All elements
between target and
psyker are hit and must
make an armor save at
-1 save modifier

1

LEVITATION

Target: One friendly
infantry formation

Effect: Gains the
jump pack [J] ability

2

FORCE DOME

Target: One Friendly
formation

Effect: Re-roll failed
armor saves (second
result stands), or +1 to
their invulnerability save
if they already have one.

3

Maelstrom

Target: One enemy
formation,

Effect: All elements
hit, must make
armor save at -3
save modifier

**IMPERIUS
DOMINATUS**

PSYCHIC POWER

TELEKINESIS

PRIMARIS
POWER

SHRIEK

Target: One enemy formation

Effect: suffers the effects of fear [FR]

1

DOMINATE

Target: One enemy formation

Effect: Must make morale checks to perform any action (shoot, move, recon, special abilities). If morale roll is failed action is forfeit

1

MENTAL
FORTITUDE

Target: One formation with fallback condition.

Effect: Fallback condition is removed, and formation gains indomitable [ID] ability

1

TERRIFY

Target: One enemy formation

Effect: suffers the effects of terror [TR]

1

SHROUDING

Target: One friendly infantry or vehicle formation

Effect: gains stealth [SH] ability

2

MIND HOWL

Target: All enemy formations within 25cms

Effect: Re-roll all hits and CC rolls (second result stands)

2

HALLUCINATION

Target: All enemy formations within 25cms

Effect: lose their orders (no orders)

**IMPERIUS
DOMINATUS**

PSYCHIC POWER

TELEPATHY

**PRIMARIS
POWER**

BANISHMENT

Target: One daemonic formation.

Effect: Their invulnerable save is negated

1

GATE OF INFINITY

Target: One friendly infantry or vehicle formation

Effect: Can be relocated via Deep Strike [T] (resolved immediately)

1

HAMMERHAND

Target: One friendly formation

Effect: Gains +1 CAF to hit bonus, +2 CAF to hit bonus versus daemons

1

SANCTUARY

Target: One friendly formation

Effect: Re-roll failed armor saves once per turn, invulnerable 6+ versus daemons

1

PURGE SOUL

Target: Self

Effect: May fight close combat at range with one element. Psyker adds psy level as CAF to hit bonus. Gains +1 attack dice for this CC resolution.

2

CLEANSING FLAME

Target: Self:

Effect: Elements within 6cms are hit -1 save modifier and ignores cover [IC]. Versus daemons -2 save modifier.

3

VORTEX OF DOOM

Target: One element

Effect: target makes an armor save at -5 save modifier, -6 versus daemons

**IMPERIUS
DOMINATUS**

PSYCHIC POWER

DAEMONOLOGY
SANTIC

**PRIMARIS
POWER**

SUMMONING

Target: Self

Effect: Create one friendly formation of 2 elements of minor daemons. They appear within 25cms of the summoner. Additions summons are added to same created formation.

1

CURSED EARTH

Target: One friendly daemonic formation

Effect: Gains +1 to their daemonic invulnerable save

1

DARK FLAME

Target: Self

Effect: One element per psyker's level, Target makes an armor save at -1 save modifier, ignores cover [IC]

1

INFERNAL GAZE

Target: Self

Effect: One element per psyker's level, target makes an armor save at -2 save modifier

1

SACRIFICE

Target: One friendly infantry formation

Effect: Creates one Chosen, one friendly element within 25cms is consumed and eliminated (counts to break point)

3

INCURSION

Target: Self

Effect: Creates one friendly formation of 3 daemonic beasts. They appear within 25cms of the summoner

3

POSSESSION

Target: One friendly infantry formation

Effect: Creates a Greater Daemon. Target formation receives 1-5DR (1d10/2) damage (no save). Greater Daemon appears within 25cms of the summoner

**IMPERIUS
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PSYCHIC POWER

**DAEMONOLOGY
MALEFIC**

RUINSTORM PSYCHIC POWERS

1

TORRENT OF
UNREALITY

Target: One
enemy formation

Effect: Blast 3
attack, -1 TSM

2

WARP BURST

Target: One Enemy
formation

Effect: Blast 5, -2
TSM

3

REND TIME AND
SPACE

Target: Self

Effect: Player gains 1
warp rift token. Cannot
be placed within 25cms of
existing warp rift.

Formations receive +3
bonus for reserve rolls for
one turn.

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